



Winter Cricket Rules & Code of Conduct

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Part A: General Playing Conditions

Applicable to ALL Winter Cricket Divisions (U12s, U13s, Junior T20, Senior 40 Over, Senior T20)

Registration & Fill-ins

- Without exception, all players must have completed and signed an Individual Registration Form from wintercricket.net.au.
- Failure to register prior to taking the field results in a 2-point team deduction and a Yellow Card warning to the captain.
- A player may play a maximum of one match as a fill-in on PlayHQ.
- Participation in two or more matches requires full registration.
- Players found playing under another identity will forfeit the match and incur a 4-point team deduction.

Discipline & Carding

- A yellow card results in a two-week suspended sentence.
- A second yellow card within this period escalates to a red card and an automatic 2-match ban.

Disputes & Authority

- Winter Cricket reserves the right to make a ruling on ANY dispute or concern as it deems appropriate with the information at hand and in the Spirit of the Game.
- Under no circumstances are non-playing adults, coaches, or players to enter the field of play to disrupt a game over a disagreement.

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- Lodged disputes or complaints must be documented fully with names, times, and details.

Finals Qualification

- To qualify for finals in any grade or division, a player must be named and participate in at least 5 regular-season matches.

Safety & Child Protection

- Participation is strictly At Your Own Risk, and Winter Cricket strongly recommends all players wear an approved helmet when batting, keeping up to the stumps, or fielding within 7 meters of the bat.
- ALL forms of alcohol are strictly prohibited for anyone involved as a spectator, coach, or scorer at junior events.
- All volunteers, including coaches and managers, must hold a Suitability Card (Blue Card) unless legally exempt.

Part B: Division-Specific Rules

Under 12s Stage 2 Level Rules

- **Team Size:** Teams consist of nine players on the field, with a maximum of 11 named players.
- **Dismissals:** A team is considered "all out" when 8 wickets have fallen.
- **Match Durations:** Matches are played in either a 25-Over format (8:00 AM to 11:15 AM) or a 20-Over format (8:00 AM to 10:25 AM).
- **Batting Retirement:** Batters may voluntarily retire after 15 balls but must retire upon facing a maximum of 30 balls.
- **Bowling Limits:** Bowlers may bowl a maximum of 4 overs per match.
- **Over Length:** An over consists of 6 fair deliveries, capped at a strict maximum of 8 balls per over.
- **Fielding:** Fielders must be at least 10 meters from the striking batter's crease, excepting the wicketkeeper, slips, or gully.
- **LBW:** The first time a player is given "out" for LBW, it acts as a warning, while a subsequent LBW dismissal is given out.



- Equipment: Matches utilize 78.7cm stumps and a 2-piece Winter Cricket Branded ball.

Under 13s Rules

- Team Size: Teams consist of eleven players on the field, with a maximum of 13 named players.
- Dismissals: A team is "all out" when 10 wickets have fallen.
- Match Durations: Matches are played in a 30-Over One-Day format or a 50-Over Two-Day format.
- Batting Retirement (One-Day): Batters may voluntarily retire after 20 balls but must retire upon facing a maximum of 35 balls.
- Batting Retirement (Two-Day): Batters must retire upon reaching 50 runs or facing a maximum of 60 balls.
- Bowling Limits: Bowlers may bowl a maximum of 6 overs in a One-Day match, or 8 overs in a Two-Day match.
- Pitch & Boundaries: The pitch length is 18 meters, and boundaries are 45 to 50 meters from the striker's end.

Junior T20 Rules

- Team Size: Teams consist of eleven players on the field, with a maximum of 13 named players.
- Dismissals: A team is considered "all out" when 10 wickets have fallen.
- Match Schedule: Matches are played on Saturdays from 7:30 AM to 10:15 AM.
- Pace of Play: Teams should bowl at a pace of 2 overs per 7 minutes.
- Batting Retirement: Batters may voluntarily retire after 15 balls but must retire upon facing a maximum of 30 balls.
- Bowling Limits: Bowlers may bowl a maximum of 4 overs per match.
- Free Hits: Any front-foot No Ball results in a Free Hit on the next delivery.
- Coaching: All team coaches must hold at least an Australian Cricket Community Coaching Qualification.



Senior 40 Over Rules

- Team Size: Teams may name up to 12 players, but only 12 may participate on match day, and 7 players are required to commence.
- Format: Each team shall bat for 40 (6-ball) overs unless dismissed earlier.
- Schedule: Matches run from 10:30 AM to 4:40 PM, with a lunch break at 1:25 PM.
- Power Plays: Overs 1 to 8 allow a maximum of 2 fielders outside the inner circle. Overs 9 to 32 allow 4 fielders outside, and overs 33 to 40 allow 5 fielders outside.
- Bowling Limits: No bowler shall bowl more than 8 overs in any innings.
- Super Subs: 1 player only may act as a Super Sub (e.g., one bats only, one bowls only).
- Points: A win is 6 points, a draw or tie is 3 points, and a loss is 0 points.

Senior T20 Rules

- Team Size: Teams must name a maximum of 13 players in PlayHQ, but only 12 may participate on match day. Minimum of 7 players required to start.
 - Format: Matches are of 20 Overs duration.
 - Power Play: The first 4 overs allow only two fielders outside the 30-yard circle.
 - Power Surge: The batting team may call for a 2-over Power Surge from the 11th over onwards, allowing only two fielders outside the circle.
 - Match Hours: Morning session runs 9:30 AM to 12:30 PM, and afternoon session runs 1:00 PM to 4:00 PM.
 - Bowling Limits: No bowler may bowl more than 4 overs in an innings.
 - Super Subs: 2 players may act as Super Subs, provided the total number of participating players does not exceed 12.
 - Tie Breaker: If scores are level in a Final, a Super Over is played.
 - Award Eligibility: A player must score a minimum of 120 runs or bowl a minimum of 90 balls to be eligible for individual awards.
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Part C: Code of Conduct

Applicable to all players, officials, and affiliated clubs participating in Winter Cricket.

Standards of Behavior

- All participants must uphold the spirit of the game.
- Assaulting or attempting to assault an umpire, player, or spectator is strictly prohibited.
- Disputing or repeatedly questioning an umpire's decision, or reacting provocatively, is prohibited.
- Using crude language, gestures, or engaging in conduct that brings the game into disrepute is banned.
- Dismissed batters must leave the crease promptly without banging equipment or using foul language.
- Any form of racial, gender, or stereotypical discrimination is a severe breach resulting in immediate disciplinary action.

Alcohol & Substances

- The consumption of alcohol or illicit drugs during hours of play is strictly prohibited.
- Any breach results in an automatic two-match suspension and immediate match forfeiture for the offender's team.

Reporting & Procedures

- Alleged breaches may be reported by participating players, umpires, club bearers, or Winter Cricket representatives.
- Umpires may report dissent or misconduct regardless of whether a Captain has intervened.
- The captain of any player cited must attend the Judiciary Committee hearing. Failure to attend suspends both the player and the captain.

Penalties & Sentencing

- Charges arising from a single incident will be heard together, with the penalty based on the most serious offence plus up to six additional playing days.
- Suspended sentences and reprimands are rare and reserved for exceptional circumstances.